

OFFICIAL MCYBA BASEBALL BY-LAWS & RULES

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RULE 1.00 – NAME & OBJECTIVE

- 1.01 This organization shall be known as Mason City Youth Baseball Association.
- 1.02 The objective of MCYBA Baseball shall be to organize and promote youth baseball for youth who live in Mason City and the surrounding communities in North Iowa.
- 1.03 Our mission is to provide youth the opportunity to learn the game of baseball, develop baseball skills, provide umpire training/development, and provide opportunities for youth to have positive role models and develop their character and sportsmanship.

RULE 2.00 – MEMBERSHIP & PARTICIPATION

- 2.01 Individual Membership – A registration fee shall be paid annually to participate in the MCYBA Baseball program. Scholarships are available for players and families that may not be able to pay registration fees. No child will be turned away from playing baseball.
- 2.02 Game schedules will be distributed to teams at the start of the season. Practices start in April. All leagues will play games from May – June. The A, AA, and AAA leagues will have a league tournament during the month of June.

RULE 3.00 – CODE OF CONDUCT

- 3.01 No alcohol, tobacco, or profane/abusive language shall be used on the playing fields or on the property of MCYBA.
- 3.02 Any individual using alcohol, tobacco, or profane/abusive language or causing any other problems will be asked to leave the premises.
- 3.03 Any profane/abusive language or unacceptable comments directed at the umpires by fans or coaches will not be tolerated.
- 3.04 Failure to comply with the above rules could result in forfeiture of games. Coaches and spectators' code of conduct will be enforced.
- 3.05 Players are expected to display good sportsmanship. Profane/Abusive language, unacceptable comments, or unsportsmanlike behavior will result in the player being benched for the remainder of the game at the discretion of the umpire or a MCYBA board member.

RULE 4.00 – INDIVIDUAL PLAYER ELIGIBILITY

- 4.01 Please see chart below for league eligibility (subject to change based on registrations)

League	Grades
Lil Sluggers	Going into Preschool/ Kindergarten
Rookie	Going into 1st Grade and 2nd Grade
A	Going into 3rd and 4th Grade
AA	Going into 5th and 6th Grade
AAA	Going into 7th grade and above

RULE 5.00 – COACHES

- 5.01 All head coaches must be approved by the Board of Directors prior to draft night. Approval will be based on the need of coaches in each league and background checks.
- 5.02 All leagues will be selected via a draft from a list of registered players. No players or picks can be traded at any time. Odd draft rounds will be in ascending order and even draft rounds will be in descending order. For leagues that cover two age groups the oldest age group will be drafted first. Once there are not enough players left to complete another round of the draft, the younger age group will be drafted. Any remaining players left from the older group can be drafted at any time during the younger age group draft. Any player that registers after the draft will be added to teams based on who was next in line of the draft. Each coach's child, grandson, or sibling will be protected up to the third round of the draft for each age group. Once a sibling is picked in the draft, the other sibling will be picked with that coach's last round pick in the draft.
- 5.03 Coaches are expected to exemplify the mission of Mason City Youth Baseball.
- 5.04 All coaches must sign the umpire sheet to verify the game information and scores at the end of each game. Once signed, this is the official game record.

RULE 6.00 – UMPIRES

- 6.01 Umpires will be provided in the A, AA, and AAA Leagues.
- 6.02 All youth umpires are required to attend the annual training session prior to umpiring games. If the training session is missed, youth umpires must contact the Board of Directors for training.
- 6.03 Umpires will be paid for each game based on the league. The pay chart will be posted in the umpire room.
- 6.04 Our goal is to train and support new umpires to develop their umpiring skills.
- 6.05 Umpires are expected to wear protective gear when umpiring.

RULE 7.00 – RULES OF PLAY:

- 7.01 The chart below shows the pitching distance and base paths per league

League	Base Paths	Pitching Distance
Lil Sluggers	50-55'	N/A
Rookie	55-60'	40'
A	55-60'	40'
AA	65'	46'
AAA	70'	54"

- 7.02 Big barrel bats can be used at all levels.
- 7.03 Facemasks on helmets are not required but are highly recommended.
- 7/04 All catchers are expected to wear full catcher's gear for safety reasons.

RULE 8.00 – LIL SLUGGERS RULES

- 8.01 Teams will be approximately 6-8 players depending on the number of coaches and players.
- 8.02 A game will be 4 innings. No new inning will start after 50 minutes.
- 8.03 The coach will pitch 3 pitches per at bat, after the 3rd pitch (regardless if the 3rd pitch was hit foul) a tee will be used to finish the at bat.
- 8.04 Fielding positions will include: 1B, 2B, 3B, SS, LF LCF, RCF, RF. Players must rotate equally between infield and outfield.
- 8.05 Each team will bat their entire line-up each half inning. The batting order will remain the same each inning. Any player that is out at a base will need to go to the dugout, however, no outs will be recorded.
- 8.06 Only 1 base will be allowed per batted ball. No extra bases will be allowed on an overthrow.
- 8.07 No umpires will be provided
- 8.08 No on deck batters will be allowed.
- 8.09 A soft baseball will be used for all games.

RULE 11.00 – Rookie

- 11.01 Teams will be limited to 10 Players on a team
- 11.02 A game will consist of 4 innings. No new inning will start after 1 hour and 5 minutes. .
- 11.03 The first inning will be a kid's pitch. The count will start at 0-0. A batter hit by the pitch will remain at bat and the pitch will be considered a ball. If a batter is walked a coach will come out and finish the at bat. The coach will throw up to 3 pitches to finish the at bat. After the 3rd pitch (unless a foul ball occurs) the batter will be out. In the last 5 innings, the coach will pitch 5 pitches per at bat, after the 5th pitch (unless the 5th pitch is a foul ball), the coach will have the discretion for the player to hit from the tee.
- 11.04 Fielding positions will include: P, C, 1B, 2B, 3B, SS, LF LCF, RCF, RF. The pitcher must start on the pitching rubber. Coaches are encouraged to use player catchers when possible. All youth catchers must wear full catchers gear. A parent/coach is allowed to back up the catcher as needed. Players must rotate equally between infield and outfield.
- 11.05 An inning will consist of 3 outs or 5 runs. Any batter or runner that is out must return to the bench. The same batting order will be used for the entire game.
- 11.06 Batters and runners will be allowed to advance multiple bases on a batted ball, however, once the ball is back to the infield, all runners must stay at their base. If a runner is halfway between bases they can advance to the next base. No extra bases will be allowed on overthrows. No leading off.
- 11.07 No umpires will be provided.
- 11.08 No on-deck batters allowed.
- 11.09 A soft baseball will be used for all games.

RULE 12.00 – A

- 12.01 Teams will be limited to 11 Players on a team. If a team has less than 7 players at game time, the game shall be considered a forfeit and awarded to the opposing team. Teams are still allowed/encouraged to play the game for additional practice/skill development.
- 12.02 A game will consist of 6 innings. No new inning can start after 1 hour and 10 minutes. .
- 12.03 If a game is suspended due to weather, the rescheduled game will start from where the previous game was suspended. The batting order will remain the same (if a player is not at the make-up game then that player will be removed from the line-up and all other players will be moved up). Pitching records will remain as the previous game. If a team only has 8 players for the make-up game NO automatic out will be recorded.
- 12.04 The first 4 innings will be kid's pitch. The count will start at 0-0. A batter hit by the pitch will take their base. If a batter is walked a coach will come out and finish the at bat. The coach will throw up to 3 pitches to finish the at bat. After the 3rd pitch (unless a foul ball occurs) the batter will be out. After the first 4 innings the coach will pitch 6 pitches per at bat. After the 6th pitch (unless the 6th pitch is a foul ball) the batter is out. A pitcher can only pitch 2 innings a game.
- 12.05 Fielding positions will include: P, C, 1B, 2B, 3B, SS, LF LCF, RCF, RF. Pitcher must start on the pitching rubber. Players must rotate equally between infield and outfield. Players are used as catchers. Only 10 players on the field for defense, four must be in the outfield at the same depth. Additional players should be benched and rotated.
- 12.06 An inning will consist of 3 outs or 5 runs. Any batter that is out must return to the bench. The same batting order will be used for the entire game.
- 12.07 Batters and runners will be allowed to advance multiple bases on a batted ball, however, once the ball is returned to the infield, all runners must stay at their current base. If a runner is more than halfway between bases they can advance to the next base. No extra bases will be allowed on overthrows. No leading off.
- 12.08 One plate umpire will be provided. Two adult base coaches will be allowed.
- 12.09 No on-deck batters allowed.

RULE 13.00 – AA

- 13.01 Teams will be limited to 12 players. If a team has less than 7 players at game time, the game shall be considered a forfeit and awarded to the opposing team. Teams are still allowed/encouraged to play the game for additional practice/skill development.
- 13.02 A game will consist of 6 innings. No new inning starts after 1 hour and 30 minutes.
- 13.03 If a game is suspended due to weather, the rescheduled game will start from where the previous game was suspended. The batting order will remain the same (if a player is not at the make-up game then that player will be removed from the line-up and all other players will be moved up). Pitching records will remain as the previous game. If a team only has 8 players for the make-up game NO automatic out will be recorded.
- 13.04 Coaches must exchange batting order prior to the game starting. The entire roster will be listed in the batting order and will bat in that order for the entire game. Please use first and last names when keeping a scorebook..
- 13.05 Ten players on defense, four must be in the outfield at the same depth. Players shall not sit out for more than two innings per game (except for injury or illness). It is highly recommended that all players play 1 inning of infield per game.
- 13.06 Automatic 5 run rule
- 13.07 An umpire will be provided.
- 13.08 No on-deck batters are allowed.
- 13.09 Overthrow rule: On any attempted play at a base on a **batted ball**, the runner or runners will be permitted to advance at their own risk but not more than one base. Award one base if the ball goes into a dead ball area.
- 13.10 Home Plate will be closed. Leading off is allowed on all bases up to a three step lead (approximately 6'). Leads are allowed at the risk of the base runner. Stealing will not be allowed. Umpire will give the runner a warning first time. The second time the runner will be called out for stealing. The base runner must return to the base on any pick-off attempt by either the pitcher or catcher. One base will be allowed on an overthrow during a pick-off attempt on 1st or 2nd base. Runner may advance to 2nd or 3rd base on a ball that gets **behind the catcher** (the ball must cross the plate first).
- 13.11 A runner may only score on a hit ball by the batter or a HBP with the bases loaded. If a runner advances from second base to third and an overthrow occurs at third the runner may not score. If there is a runner on second and the batter hits a pitched ball, the runner on second can advance to third and may go home even if a play is attempted by the defense which results in an overthrow because the play is initiated by a pitch being hit.
- 13.12 Players pitch all 6 innings. A 5th grader must pitch at least 3 outs in 1 inning. 5 run rule = 3 outs. 5th grade pitcher must be used by the end of the 4th inning and then again by the end of the 6th inning. You may use a younger pitcher in consecutive innings.
- 13.13 A player may pitch a maximum of two (2) innings in a single game.
- 13.14 A player may pitch a maximum of six (6) innings in a week. The calendar week is Monday through Sunday.
- 13.15 Delivery of a single pitch constitutes pitching one inning.
- 13.16 Once a pitcher has left the game as a pitcher, he/she may not return as a pitcher.

- 13.17 Strike Zone will be armpits to knees with an additional 1/2 baseball width on each side of the plate.
- 13.18 There will be no walks, if a batter is walked a coach will come out and finish the at bat. The coach will throw up to 3 pitches to finish the at bat. After the 3rd pitch (unless a foul ball occurs) the batter will be out. If a batter is hit by a pitch during the at bat by the kid pitcher, he will be awarded first base.
- 13.19. There will be no balks called. All balks will be warnings.
- 13.20 The infield fly rule is in effect.
- 13.21 Batter is out on a dropped third strike.
- 13.22 No bat throwing. First Infraction: Warning from umpire, Second infraction on same player and the batter will be out.
- 13.23 Courtesy runner: A courtesy runner must be used for the catcher/runner when there are two outs. The catcher must return immediately to the dugout and dress. Since all players bat, the player used as a courtesy runner must be the last possible player to bat.
- 13.24 Runner is out when the runner does not attempt to slide or attempt to go around a fielder who has the ball and is waiting to make the tag. No head first slide is allowed while advancing to any base. A head first slide is allowed only during a pick off attempt return to the base. Make all attempts to avoid collisions between fielder and runner.
- 13.25 Safety Base Rule: Batter/runner can use the orange part only on their first pass over first base. The fielder uses the white part of the base only. The batter/runner after passing or rounding first base shall return to the white part of the base only. After crossing the orange part of the base the batter/runner must turn to the right. Player can be tagged as out if the batter/runner turns to the left and makes an attempt or shows clear intent to continue.
- 13.26 Two Adult Base coaches will be allowed.
- 13.27 Injured or Ill batter rule: Since all players bat, a batter that is injured/ill must be replaced by the next batter in the line-up and the new batter will assume the injured/ill batter's count. Injured/ill batter must sit out for at least one fielding (1/2 inning). If they cannot bat when their next turn comes in the next inning or if they do not field for two innings in a row they will be out for the game.

RULE 14.00 – AAA

- 14.01 Teams will be limited to 12 players. If a team has less than 7 players at game time, the game shall be considered a forfeit and awarded to the opposing team. Teams are still allowed/ encouraged to play the game for additional practice/skill development.
- 14.02 All games will consist of 6 innings. No new inning starts after 1 hour and 30 minutes.
- 14.03 If a game is suspended due to weather, the rescheduled game will start from where the previous game was suspended. The batting order will remain the same (if a player is not at the make-up game then that player will be removed from the line-up and all other players will be moved up). Pitching records will remain as the previous game. If a team only has 8 players for the make-up game NO automatic out will be recorded.
- 14.04 Coaches must exchange batting order prior to the game starting. The entire roster will be listed in the batting order and will bat in that order for the entire game. Please use first and last names when keeping a scorebook..
- 14.05 Nine players on defense, three must be in the outfield at the same depth. Players shall not sit out for more than two innings per game (except for injury or illness). It is highly recommended that all players play 1 inning of infield per game.
- 14.06 Automatic 5 run rule
- 14.07 An umpire will be provided.
- 14.08 No on-deck batters are allowed.
- 14.09 Home Plate will be open. Stealing will be allowed once the pitched ball is released from the hand of the pitcher. Leading off is allowed.
- 14.10 Players pitch all 6 innings. A 7th grader must pitch at least 3 outs in 1 inning. 5 run rule = 3 outs. A 7th grader must be used by the 3rd inning and then again by the end of the 5th inning.
- 14.11 A player may pitch a maximum of two (2) innings in a single game.
- 14.12 A player may pitch a maximum of three (3) innings in a week. The calendar week is Monday through Sunday.
- 14.13 Delivery of a single pitch constitutes pitching one inning. This does not eliminate rule 10.
- 14.14 Once a pitcher has left the game as a pitcher, he/she may not return as a pitcher.
- 14.15 Strike Zone will be armpits to knees with an additional 1/2 baseball width on each side of the plate.
- 14.16 The first two balks that are called will result in a warning issued by the umpire. After the 2nd warning, a called balk will result in all base runners to be allowed one base.
- 14.17 The infield fly rule is in effect.
- 14.18 Batter is out on a dropped third strike.
- 14.19 No bat throwing. First Infraction: Warning from umpire, Second infraction on same player and the batter will be out.
- 14.20 Courtesy runner: A courtesy runner must be used for the catcher/runner when there are two outs. The catcher must return immediately to the dugout and dress. Since all players bat, the player used as a courtesy runner must be the last possible player to bat.
- 14.21 Runner is out when the runner does not attempt to slide or attempt to go around a fielder who has the ball and is waiting to make the tag. No head first slide is allowed while advancing to any base. A head first slide is allowed only during a pick off attempt to return to the base. Make all attempts to avoid collisions between fielder and runner.

- 14.22 Safety Base Rule: Batter/runner can use the orange part only on their first pass over first base. The fielder uses the white part of the base only. The batter/runner after passing or rounding first base shall return to the white part of the base only. After crossing the orange part of the base the batter/runner must turn to the right. Player can be tagged as out if the batter/runner turns to the left and makes an attempt or shows clear intent to continue.
- 14.23 Two Adult Base coaches will be allowed.
- 14.24 Injured or Ill batter rule: Since all players bat, a batter that is injured/ill must be replaced by the next batter in the line-up and the new batter will assume the injured/ill batter's count. Injured/ill batters must sit out for at least one fielding (1/2 inning). If they cannot bat when their next turn comes in the next inning or if they do not field for two innings in a row they will be out for the game.